



**League  Zero**  
**LEGENDS**  
***SERIES***

**SPORTING REGULATIONS**

**2025 - Season III**

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Rules that have been added or modified in this version will be highlighted in yellow.

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## ARTICLE 1 - GENERAL INFORMATION

### 1.1 - Software Exploitations Policy

As a member of League Zero we reserve the right to at any time remove members who exploit the limitations of iRacing to gain a deliberate advantage. If a driver is caught exploiting the software to gain an advantage that would not be possible in real life, penalties will be given out by the Race Stewards. The severity of the penalty will be at the discretion of the Race Stewards.

The following, but not limited to, are examples of Software Exploitations:

- Not using the pit limiter and/or rapidly changing gears while on pit lane
- Driving down the pit stalls in pit road abusing the iRacing "ghost car" ability

### 1.2 - Code of Conduct & Privacy Policy

- In LZ we expect all drivers to treat each other with respect. We have a zero tolerance policy for harassment, witch hunting, sexism, racism or hate speech.
- Spamming text channels will not be permitted on the Discord platform.
- No NSFW or obscene content. This includes text, images or links featuring nudity, sex, hard violence, or other graphically disturbing content.
- If you see something against the rules or something that makes you feel unsafe, let us know. We want this league to be a welcoming space!
- Self promotion of media may only be used in the designated channels on the Discord server. Do not promote elsewhere.
- Drivers who take part in driver interviews hosted by our third party broadcast provider will be required to maintain a professional standard. Racism, sexism, hate

speech, profanity, etc... will not be permitted during interviews. This includes comments directed towards the league, stewards, broadcaster providers, and drivers. Failure to comply with this rule may result in immediate termination from the league.

- Drivers and members who are caught breaking any of the rules mentioned under the code of conduct will be subject to disciplinary action being taken against them at the discretion of the league administration.
- All Drivers are subject to the [iRacing Sporting Code](#). Any violations will be subject to disciplinary action being taken against them at the discretion of the league administration.



## ARTICLE 2 - REGISTRATION & ATTENDANCE

### 2.1 - Registration

2.1.1 - League Administration may refuse, suspend, or revoke the membership of any participant at any time.

2.1.2 - All Drivers must meet the following criteria to be eligible to register to participate in any series. You must:

- Be 14 years of age or older.
- Drivers are required to speak and understand English well enough to be able to follow text-based and voice chat-based instructions of the Stewards and to read and fully understand rules and regulations set forth by the league.

2.1.3 - Drivers are required to use [Discord](#) for all communication outside of the iRacing sessions. It is optional to join voice lounges, however it is mandatory to be able to see the text notifications.

2.1.4 - Once a driver is registered, they will maintain their registration for the duration of the season. If they fail to participate in at least 1 event throughout the season, they will lose their registration.

2.1.5 - Drivers may only select numbers within the range of 0-999 as their racing number. The number must be available for use and not used by a current driver on the roster. If drivers elect to put a 0 in front of their number (i.e. 04), they will be limited to two digits. The number 69 will also not be permitted for use.

## ARTICLE 3 - EVENT INFORMATION

### 3.1 - Event Procedure

#### OVAL Race Format:

Sessions are Thursday Nights using the following format: (All times are US EST or EDT)

| Session:        | Start Time: | End Time: |
|-----------------|-------------|-----------|
| Free Practice   | 8:30 PM     | 8:55 PM   |
| Open Qualifying | 8:55 PM     | 9:00 PM   |
| Race            | 9:00 PM     | 9:30 PM   |

#### ROAD COURSE Race Format:

Sessions are Thursday Nights using the following format: (All times are US EST or EDT)

| Session:        | Start Time: | End Time: |
|-----------------|-------------|-----------|
| Free Practice   | 8:30 PM     | 8:55 PM   |
| Open Qualifying | 8:55 PM     | 9:00 PM   |
| Race            | 9:00 PM     | 9:30 PM   |

3.1.1 - Event times will be posted in Eastern Standard Time (EST) or Eastern Daylight Time (EDT) depending on the status of daylight savings. Please be aware of this if your city, state, or country does not follow daylight savings.

3.1.2 - A fixed setup will be used for every race provided by the Race Stewards.

3.1.3 - For every 13 incident points a driver achieves, a drive through penalty will be applied.

3.1.4 - The distance of all races shall not exceed 30 minutes, even if the scheduled race distance is not completed.

3.1.5 - If a driver is more than 4 seconds off of the fastest lap in qualifying, they may be deemed ineligible to race at the discretion of the Race Stewards.

3.1.6 - This season will incorporate 1 drop event; This means a driver's worst event collectively will be dropped. The drop will take place after Round 5. Once the drop has been utilized, your drop will only change if you achieve a result worse than an already dropped event. Missed races will count as a drop.

### **3.2 - Free Practice**

3.2.1 - Practice sessions will be held 20 or 25 minutes before Qualifying starts and will be a single session.

### **3.3 - Qualifying**

3.3.1 - Qualifying will be an open session that is 10 minutes in length on a road course. On an oval, qualifying will be a closed, single-car session that will be 5 minutes/3 laps in length.

### **3.4 - Start of the Race**

3.4.1 - The start of the race will be a rolling start. If the second place driver jumps the start, a penalty may be handed out.

3.4.2 - During a rolling start, the start zone will begin when the pace car pulls off to when the green flag is waved. Starts/restarts should be done in one fluid motion. If a driver accelerates then pauses, or slows down to check up the field coming to the start, they will have a penalty applied.

3.4.3 - The front row coming to a rolling start/restart must maintain a 0.5s gap to the safety car. You may not back up the field coming to a start/restart.

3.4.4 - Under no circumstances will drivers be allowed to weave left and right to “warm up their tires” or aggressively speed up and slow down to “heat up the brakes” during pacing, or under a start/restart condition.

### **3.5 - Cautions/Restarts**

3.5.1 - During an oval race, cautions will be deployed automatically by iRacing. During a road course race, the race stewards have permission to throw a caution. This will only be thrown in select situations like track blockages, etc..

3.5.2 - When the caution initially comes out, driver’s are expected to catch the pace car queue as quickly as possible, but still yielding to cars involved in the incident.

3.5.3 - Restarts will be a double file rolling restart with lapped cars put to the back of the field. Once the pace car pulls off the track, the leader will control the race and choose when to accelerate.

3.5.4 - Lapped cars will be permitted to receive 1 lap back per caution at the discretion of the Race Stewards. If it is deemed that there is not enough time for lapped cars to receive their lap back, they will not be allowed to pass the pace car.

3.5.5 - If pitting under caution, drivers are not allowed to “hold up” others or “lay back” when entering the pit lane. This can cause incidents and will result in a penalty.

### **3.6 - Race Chat Rules**

3.6.1 - Race chat will only be used for essential chat. Essential chat is deemed as information that is helpful to others in the session (i.e. Informing others of wrecks, letting people know you’re down on power, etc..)

3.6.2 - Race stewards reserve the right to revoke a driver's chat privileges at any point in a session and for future sessions.



### 3.7 - Ejection from the Race

3.7.1 - A driver may be ejected from the race if the following circumstances occur:

- Poor internet connection
- Stopping on the racing surface under green flag conditions (including computer malfunctions)
- Ignoring directions from the Race Stewards.
- Failure to comply with any of our racing rules.

## ARTICLE 4 - COMPETITION INFORMATION

### 4.1 - Penalty System / Protests

4.1.1 - All on track incidents are eligible for review by the Race Stewards without a protest having to be filed. If an incident wasn't reviewed, an eligible driver will be allowed to file a protest within 24 hours of the race session concluding. See below for eligibility:

- If an incident involves car contact, only drivers who have made contact in the incident can file a protest.
- If a driver breaks a rule that does not involve car contact, anyone can file a protest against them. (I.e. track limits, unsafe rejoin, etc..)

4.1.2 - Protests will only be accepted through this [form](#). Any other submissions will be deemed invalid.

4.1.3 - When the Race Stewards review an incident, they will break it down into the below categories. The types of incidents listed below are examples and are not limited to:

#### 1) Minor Incident:

- a) Light Contact - Minor contact resulting in minor damage
- b) Light Contact - Contacted car did not lose positions

- c) Unsafe Rejoin - Not contacting another car
- d) Exceeding Track Limits - Minor

**2) Major Incident:**

- a) Contact - Minor or major contacting resulting in major damage
- b) Contact - Major contact causing a driver to retire from the race.
- c) Unsafe Rejoin - Causing minor or major contact.
- d) Intentional Wrecking - intentional contact.

4.1.5 - Once the determination has been made whether an incident was minor or major, a suitable penalty will also apply. Major penalties will increase in punishment as you commit more of them. Too many major penalties could be grounds for a multi-race suspension or removal from the league. See reference chart below:

| Offense      | Minor Penalty                                    | Major Penalty                                    |
|--------------|--|--|
| 1st Offense  | 3 point deduction*                               | 5 point deduction*                               |
| 2nd Offense  | 5 point deduction*                               | No Qualifying + Pitlane Start                    |
| 3rd Offense  | No Qualifying + Pitlane Start                    | Disqualification + No Qualifying + Pitlane Start |
| 4th+ Offense | Disqualification + No Qualifying + Pitlane Start | Suspension / Termination                         |

\*At the stewards discretion, a point deduction can be substituted for a time penalty if the driver finished at least 90% of the scheduled race distance.

4.1.6 - In the event a driver incurs a future penalty (i.e. Pitlane start) they will be required to serve it at the next attended event in the series, this is not limited to the current season.

4.1.7 - Instead of applying a penalty, Stewards may also elect to "Note" an incident. In doing so, if the same driver is involved in a similar incident within the same season, a penalty will be imposed.

4.1.8 - The Race Stewards reserve the right to amend a rule and/or apply a penalty if they feel that an action made by another driver was detrimental to the league's intentions and sim racing.

4.1.9 - On special occasions, Stewards may impose a temporary regulation that prohibits drivers from performing certain actions so long as an announcement is made prior to the race start and/or in the driver's meeting. When this temporary regulation is utilized, it will hold effect for the duration of the current round and will be honored as if it were written in the sporting regulations. This will only be used in select circumstances for safety reasons, or where an unfair advantage isn't policed automatically by the iRacing service. I.e. course cutting, alternate pitlane use, etc...

## **4.2 - General Racing Rules**

4.2.1 - Stewards have the right to remove any driver from the race or remove them from the league if they feel this driver has poor intentions.

4.2.2 - All iRacing black flag penalties must be obeyed, however in certain instances the stewards can review and clear a black flag. In the event that an iRacing black flag penalty results in being wrongfully cleared a suitable penalty will be applied to counter the missed consequence from the black flag. Stewards will have discretion on what penalty to apply.

4.2.4 - If a driver impedes another driver during qualifying, a suitable penalty will be applied.

4.2.5 - If a driver jumps the start, the penalty will be handled by iRacing. Jump starts are not eligible for review.

4.2.6 - Excessive and drastic attempts to break the draft down the straights is prohibited.

4.2.7 - You may only make 1 attempt to block a driver who is trying to pass you. Any late attempt may be eligible for a dangerous driving penalty.

4.2.8 - Altering your line on corner entry while braking, in an attempt to prevent another driver behind from passing, is prohibited and will be considered dangerous driving.

4.2.9 - When racing side by side, both drivers must provide each other with sufficient racing room, provided the passing car has established its position. This applies to both straightaways and corners. The determination of the passing car's right to its position will be made by the Race Stewards, who will consider factors including, but not limited to:

- Did the passing car establish the right to be there?
- If the attempted pass is deemed "too late to be executed successfully."
- Should the car being passed have conceded the position?
- Is this specific corner known to not have enough space to fit two car's side-by-side?

4.2.10 - When contact occurs between two cars without any actual "visible" contact. Usually there is space between two cars in these situations when the sim initiates the contact. Netcode or ghost contact cannot be overcome within online racing and needs to be considered when reviewing incidents. Any incident reviewed by the Race Stewards with netcode or ghost contact will be viewed while asking "based on our judgment, would actual contact have occurred given the trajectory of all cars involved if netcode or ghost contact was not relevant?" If the answer is yes, the review process will continue. If the answer is no, given that this is a highly judgmental decision, the incident will be deemed a Racing Incident and no strikes will be given to any entry

4.2.11 - Intentionally wrecking another driver is strictly prohibited and will result in severe consequences.

4.2.12 - In the case that a driver is caught breaking a rule intentionally because they have extra incident points to use, etc... This will be evaluated and a penalty that is significantly more severe will be applied.

4.2.13 - Exceeding track limits to gain an advantage is prohibited. This includes cutting the course.

4.2.14 - When a driver is displayed with blue flags, they should be aware that lead cars are approaching. It is the overtaking driver's responsibility to pass safely, however the expectation of the car being overtaken is to not be breaking draft, swerving or blocking the lead lap driver, and they are expected to concede if the pass has been appropriately attempted.

4.2.15 - In the event that a driver is involved in an incident, spins out, or makes a mistake that causes them to be significantly off pace or causes them to leave the racing surface, they are responsible for safely getting back up to speed and resuming racing. The following is expected:

- The driver must ensure that the trajectory they are taking to resume racing does not impede, or cause a collision with another driver. This applies even if you do not leave the racing surface or racing line.
- They must ensure that if they are involved in an incident as mentioned above, that they hold their brakes and be as predictable as possible.

## ARTICLE 5 - CHAMPIONSHIPS

### 5.1 - Points System

5.1.1- Points will be posted after a race session has ended. The points will be unofficial until the protest window closes and all protests have been handled. The points will be accumulated based off of the system below:

| Position: | Points: | Position: | Points: |
|-----------|---------|-----------|---------|
| P1        | 12      | P6        | 5       |
| P2        | 10      | P7        | 4       |
| P3        | 8       | P8        | 3       |
| P4        | 7       | P9        | 2       |
| P5        | 6       | P10+      | 1       |

5.1.2 - An additional 1 point will be awarded to any driver who leads a lap during the race.

5.1.3 - SimRacerHub will indicate the finishing order of the race. Not the iRacing results.

5.1.4 - Tiebreakers will be decided first by Most Wins, then by Most Top 5s, then by Most Top 10s.

5.1.5 - All drivers are responsible for double checking that they acquired the correct amount of points after each event. Human error is something that can occur when the points are uploaded so it is best to check every time. Points will only be adjusted before the start of the final event to avoid changes in the championship after the season has been deemed official. This means that if you received the wrong amount of points, you must notify stewards before the start of the final event of the season otherwise the incorrect points total will stand.